



Game 7 Tournament Rules

Below is a condensed version of the Game 7 Rulebook.

* It shall be the State Director's option to modify national rules as he/she sees fit based on their particular area and/or market with prior approval from National Game 7.

* The National Federation of High School Rulebook will cover any rule not covered in the Game 7 Baseball Rulebook.

* **PRIOR TO CHECK-IN-** All teams must provide current proof of team insurance and a copy of online Game 7 roster (available at www.playgame7.org) at Check-In. Also, all teams must have all signed waivers submitted online prior to tournament.

* All teams must have copies of Birth Certificates for each player. Age division cut-off is April 30th. Players may play up in age division, not down.

All Game 7 Baseball Directors reserve the right to alter, change, or abbreviate the Tournament format, when necessary, to complete the Tournament.

Rosters: A player may compete with one Game 7 Baseball team within the same age group. Players may transfer to another team after being released from their current team's roster. There is no limitation on number of releases until the rosters are frozen for post-season play. A player may compete with two Game 7 Baseball teams within different age groups, but not in the same weekend and/or tournament.

A maximum of four (4) coaches per team are allowed in the dugouts. **NOTE:** Only two (2) coaches are permitted to stand outside the dugout in LIVE BALL territory defensively. All interference rules will apply should a coach choose to come out of the dugout into LIVE BALL territory. The coaches must stay within the vicinity of the dugout entrance. Also, the Head Coach/Manager must always come to the plate meeting prior to start of the game. This will be the Coach that communicates with the umpire throughout the game concerning rule interpretations and/or protests. Remember, judgement calls such as fair/foul, ball/strike, and safe/out cannot be protested or appealed.

Check in one hour before first game. Be ready to play 30 minutes before any of your games. This tournament will not allow teams to warm up on the field before games. Please stay off the infield and warm up in the outfield.

Time Limits:

7u-8u- 6 innings with no new inning after 1 hour and 15 minutes
9u-12u- 6 innings with no new inning after 1 hour and 30 minutes
13u-15u- 7 innings with no new inning after 1 hour and 45 minutes

* In the event that a tournament game cannot be completed in a 6 inning game, it may be called after 4 innings of play or 3 ½ innings (middle of 4th inning) of play if the home team is ahead. In a 7 inning game that cannot be completed, the game may be called after 5 innings of play or 4 ½ innings (middle of 5th inning) of play if the home team is ahead.

Run Rule:

12 runs after 3 innings
10 runs after 4 innings
8 runs after 5 innings

The playing field dimensions for TN Game 7 Baseball are as follows:

13u and older: 60/90 (pitching distance/ base line distance)
11u-12u: 50/70
9u-10u: 46/65
Coach Pitch: 42/60 (12 ft circle with center measured at 42 ft from plate)

Game Baseballs:

Tennessee Game 7 will provide up to 4 game baseballs per game. Players/Coaches must retrieve foul baseballs. Baseballs must be returned after each game. Backup baseballs must be provided by participating teams.

DUGOUT: FIRST COME, FIRST SERVED

Home Team determined by:

Pool Play: coin flip
Double Elimination: coin flip
Championship game: winner's bracket
If game: coin flip

Home Team keeps official book and will maintain tournament official book and pitching tracking sheet. The tracking sheet must be signed by both team coaches. **Visiting team** will operate scoreboard.

All changes must go through home plate umpire.

* Forfeits will be handled on a case by case basis. Teams that intentionally forfeit a tournament game can be subject to penalties at the discretion of the Tournament director. Forfeits will be scored as 6-0 in a 6 inning game and 7-0 in a 7 inning game. If game has started and the offending team is behind in score at the time of forfeit, the score at time of forfeit shall stand as the final score of the contest.

Extra Inning(s) in Pool Play: The tournament will allow one extra inning if score is tied at the end of regulation. It will use the International Tie Breaking System. The new inning shall begin with the player on the lineup card furthest from coming up to bat going to 2nd base to start the extra inning with no outs, balls, or strikes.

Extra Inning(s) in Playoffs: The tournament will use the International Tie Breaking System. Each team will get to bat and the home team always gets their last at bat. The game will be played until we have a winner. The Championship game will have a two hour time limit.

Playoff seeding in the following order:

HEAD-TO-HEAD (unless 3 or more teams are tied after pool play)
RUNS ALLOWED
RUNS SCORED
GAME 7 POINTS (or COIN FLIP when applicable)
IF THREE OR MORE TEAMS ARE TIED AFTER POOL PLAY, THEN THE FIRST TIE BREAKER WILL BE RUNS ALLOWED.

Sportsmanship: All players, coaches, managers, and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, only rule interpretations may be disputed; however, judgement calls including balls and strikes may NOT be disputed. This is youth baseball and bad sportsmanship will not be tolerated.

Ejection: Coaches, parents, or spectators ejected from a ball game will be suspended for 1 game, next game played, and cannot be within 300 feet of your game. It is the sole discretion of the head umpire, UIC, or tournament director. Same can be asked to leave the park. Parents causing problems can forfeit your game.

Protest: Protest will be ruled on immediately by tournament director and chief umpire. Rules can be protested, not judgment calls. \$100.00 fee is required for protest and will be returned if call is changed.

Pitching Rules: ***One pitch will count as one inning***
The Game 7 pitching limits are guidelines for tournament play formats. Coaches should develop several pitchers for their travel teams. Coaches, parents and players must educate themselves to pitcher safety recommendations and guidelines that are available from organizations such as the American Sports Medicine Institute (ASMI). Do not overuse pitchers and rest periods are important. The Game 7 recommendations are that coaches, parents and players develop internal pitching metrics that best fit the individual player's long term development with the team's immediate short term interests second.

A player that pitches more than four (4) innings in one day MUST rest the next day; and five (5) innings for 13u and older.

A player that pitches eight (8) innings in two (2) consecutive days MUST rest the next day; and ten (10) innings in two (2) consecutive days for 13u and older.

A player that pitches three (3) consecutive days (regardless of total number of innings pitched) MUST rest the next day.

Once a pitcher is removed from the pitching position, he cannot return to pitch again in that game.

PITCHING VIOLATION: FORFEIT OF GAME

9u-12u:

*One Day Maximum to pitch the next day - 4 innings. The maximum number of innings a player can legally pitch and still pitch the next day.

*One Day Maximum: 6 innings. The maximum number of innings a player can legally pitch in one day.

*Two/Three Day maximum: 8 innings. The maximum number of innings a player can legally pitch in two or three consecutive days.

13u and older:

*One Day Maximum to pitch the next day - 5 innings. The maximum number of innings a player can legally pitch and still pitch the next day.

*One Day Maximum: 7 innings. The maximum number of innings a player can legally pitch in one day.

*Two/Three Day maximum: 10 innings. The maximum number of innings a player can legally pitch in two or three consecutive days.

* Mound conferences not to exceed thirty seconds and will be limited to the infielders, catcher, pitcher, and one coach. The umpire will have the power to call "Play Ball" after a reasonable amount of time.

The following rule pertains to the visit of the manager or coach to the pitcher:

a. This rule limits the number of trips a manager or coach may take to one visit per pitcher per inning.

b. If a coach makes a second trip to the same pitcher in the same inning, that pitcher must be removed and cannot be brought back in as a pitcher for the remainder of that game. The removed pitcher may remain in the game at another position.

c. The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat.

d. If a pinch-hitter is substituted for this batter, the manager or coach may make a second visit to the mound but must remove the pitcher.

Batting and Re-Enter:

Team can elect to: bat 9

bat 10 with EH

bat 9 with DH

bat 10 with EH & DH (still only batting 10)

bat entire roster

The coach has the option of using the Designated Hitter (DH) or the Extra Hitter (EH) or using both the DH and/or the EH. Both must be identified prior to the start of the game.

Note: The DH may play defense; however, the role of the DH would be eliminated for the remainder of that game. The DH is locked into the batting order. Once the starting player bats for the DH, this terminates the DH role for the remainder of that game. Any pinch hitter or runner will assume the role of the DH when used.

Note: The EH may play defense. The EH must remain in the same position in the batting order for the entire game; however, defensive positions can be changed. The EH may be substituted by a pinch hitter or runner, who then becomes the EH.

Note: The starting DH and the starting EH can re-enter once.

Teams may start an official game with an eight (8) player lineup. An out shall be declared for the ninth (9) position in the batting lineup each turn at bat. A ninth player may be added to the bottom of the batting lineup as soon as they become available.

When batting a continuous roster or when subs are no longer available, if a player has to leave the game due to an injury, illness, or ejection, his spot in the line-up will be an out every time he is due to bat.

Note: Automatic Out: The opposing team with two outs cannot intentionally or unintentionally walk or intentionally or unintentionally hit a batter with a pitched ball, in order to get to the automatic out that was created by the vacant spot in the batting order. If the previous batter is walked or hit by a legal or illegally pitched ball, the vacant spot is skipped, the automatic out is waived, and the next batter is the player whose name follows the vacant spot in the batting order. This only applies when there are two (2) outs.

Starters may re-enter only one time in original batting order.

*** 14u and older will be required to swing a -3 bat BBCOR bat.***

Intentional Walks: Coach must tell home plate umpire and point to first. No pitch has to be thrown.

Courtesy Runner:

A courtesy runner may be used for the pitcher and/or catcher of record at any time during the inning. Coaches are encouraged to use this rule to speed up the game and increase participation.

a. The courtesy runner must be a player not in the lineup.

b. If all players are in the lineup, then the player on the lineup card furthest from coming up to bat (and is not currently occupying a base) shall become the courtesy runner.

c. No appearance or removal will be charged against either player.

d. The courtesy runner is in the game when he has taken his position on the base and the home plate umpire puts the ball in play.

Note: Using the wrong courtesy runner is an appeal play and may result in the courtesy runner being called out.

Penalty: If the incorrect courtesy runner is discovered to have taken his position on base, the opposing coach must appeal prior to the next play or attempted play for the runner to be called out. If the incorrect courtesy runner is discovered any time after the next play or attempted play, the correct courtesy runner will take the position on base with no penalty.

COACH PITCH CONDENSED RULES:

Batters shall get 6 pitches, or 3 strikes. If the 6th pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.

7 runs limit per team per inning.

Base runner(s) may not leave their base until the ball is hit.

No infield fly rule.

No bunting.

No DH in Coach Pitch.

No Intentional Walks in Coach Pitch.

Coach Pitcher must pitch with one foot inside the circle. He must leave the field immediately when ball is put in play. The pitching coach shall not verbally or physically coach while in the pitching position- (shall not tell batter to swing or not to swing).

The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit. **PENALTY:** The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

A courtesy runner may be used for the catcher of record at any time during the inning. Coaches are encouraged to use this rule to speed up the game and increase participation.

- a. The courtesy runner must be a player not in the lineup.
- b. If all players are in the lineup, then the player on the lineup card furthest from coming up to bat (and is not currently occupying a base) shall become the courtesy runner.
- c. No appearance or removal will be charged against either player.
- d. The courtesy runner is in the game when he has taken his position on the base and the home plate umpire puts the ball in play.

A courtesy runner may be used for the catcher of the previous inning only. If the team batting has not played defense yet and a courtesy runner is used, then the player that was run for must assume the catching position.

Note: Using the wrong courtesy runner is an appeal play and may result in the courtesy runner being called out.

Penalty: If the incorrect courtesy runner is discovered to have taken his position on base, the opposing coach must appeal prior to the next play or attempted play for the runner to be called out. If the incorrect courtesy runner is discovered any time after the next play or attempted play, the correct courtesy runner will take the position on base with no penalty.

Each team on defense will field 10 players consisting of 6 infielders and 4 outfielders. The outfielders must stay in the outfield until the ball is hit. **NOTE:** Teams may start with 9 players; however, they must play with all infielders including the pitcher. If a team drops below 9 players, the game will be forfeited.

When a batter throws/slings the bat; the team will be issued a warning. The second time it occurs, that batter is declared out. The ball becomes dead and base runners must return to the base last legally occupied at the time of the infraction.

The Youth Pitcher must wear a helmet and/or safety mask and stand on either side of the adult pitcher.

Coaches have the option to play 10 players or the entire line-up.